ALL IN

13+ TEEN

25

LEGACY 825

WONDER WOMAN

KING
SAMPERE
FORNÉS
MOREY

BATMAN FACES THE TERRIFYING MYSTERY OF A WORLD WITHOUT FEAR!

BATMAN IN DETECTIVE COMICS

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Written by **TOM TAYLOR**

Art by **MIKEL JANÍN**

Detective Comics #1102 cover by Mikel Janín.

ALL IN

"The Courage That Kills" starts in **SEPTEMBER'S** ***Detective Comics*** **#1101**

TWENTY YEARS FROM NOW.

BRUCE WAYNE.

YOU HAVE BEEN FOUND GUILTY BY ***THE MATRIARCH*** OF HIGH TREASON AGAINST THE TRUE ***GODS OF OLYMPUS.***

SENTENCED TO ***DEATH*** BY HANGING.

DO YOU HAVE ANY ***FINAL*** WORDS?

WONDER WOMAN KNOWS.

SNAP!

MAY YOU FIND ***MERCY*** IN THE LANDS BELOW.

NOW.

MOUSE MAN KNOWS.

YOUR MOTHER IS HURT *VERY* BADLY.

DO YOU KNOW OF A *DOCTOR?*

MICE HAVE *EARS!* MICE *HAVE* EARS! *MOUSE MAN* KNOWS!

YOU *MUST* UNDERSTAND.

A *DOCTOR?* WHERE IS A *DOCTOR?*

MICE HAVE *EARS...* MOUSE MAN *KNOWS...*

PLEASE, PLEASE. NO MORE *MOUSE MAN* KNOWS.

SHE IS HURT. SHE NEEDS... *I* NEED...

...I NEED YOUR *WORDS.*

...

D... D...M... M...

PLEASE, CHILD.

PLEASE. TELL ME.

MICE *HAVE* EARS, *MICE* HAVE EARS.

YES. YES, OF COURSE.

MICE HAVE--

WE *DOCTOR* GO.

M... M...

MICE... HAVE... *EARS...*

M-M-MICE HAVE *EARS.*

THE ISLAND OF MICE AND MEN PART THREE

TOM KING WRITER · DANIEL SAMPERE WITH JORGE FORNÉS ARTISTS
TOMEU MOREY COLORIST · CLAYTON COWLES LETTERER
SAMPERE & MOREY COVER ARTISTS · MARK SPEARS; HOMARE; DAVID NAKAYAMA;
TRAN NGUYEN VARIANT COVER ARTISTS · SAMPERE & MOREY MATRIARCH VARIANT ARTISTS
YASMINE PUTRI PUMPKIN SPICY VARIANT ARTIST · MARQUIS DRAPER ASSOCIATE EDITOR
BRITTANY HOLZHERR SENIOR EDITOR · WONDER WOMAN CREATED BY WILLIAM MOULTON MARSTON
SUPERMAN CREATED BY JERRY SIEGEL AND JOE SHUSTER. BY SPECIAL ARRANGEMENT WITH THE JERRY SIEGEL FAMILY.

MICE HAVE *EARS.*

NO. NO *HERE.*

WHY NOT *HERE?*

MOUSE MEN *SCARED* HERE.

HERE NOT *SAFE.*

SKEEEEKT

AAAAH!

MOUSE MAN KNOWS!

GREAT GAIA!

-TA-TA-TA

NOW TAKE A DEEP BREATH, LIZZIE.

KRNK

SPLNSH

AND HAVE FAITH IN YOUR MOTHER.

MOUSE MAN *KNOWS!*

QUIET. MOUSE *THERE.*

MINE.

MOUSE MAN KNOWS!

BLAM

NO! MOUSE MAN NOT...

GAH!

...KNOW...

MICE HAVE EARS, *MICE* HAVE EARS.

MOUSE MAN KNOWS.

WHERE *HER*?!

WHERE *MOUSE*?!

MOUSE MAN KNOWS, MOUSE MAN KNOWS, MOUSE MAN KNOWS--

STOP! TALK NO *GOOD!*

MOUSE MAN ***NOT*** KNOW! MOUSE MAN ***BAD!***

MICE HAVE ***EARS,*** MICE HAVE EARS... ***MOUSE MAN*** KNOWS!

YES. WELL, WHATEVER ***HE*** KNOWS...

...HE DOES NOT KNOW ***ME.***

HEY, WILL YOU LOOK AT *THAT?* DESPITE ALL YOUR ARMIES...

...MANAGED TO SAVE *ONE* LAST ARROW JUST FOR *YOU*...

...MATRIARCH...

N... NO...

DIANA... I'M... YOU... WILL... WONDER... WOMAN...

HURT. YES. NOT BAD.

HEAL. CAN.

MOUSE MAN KNOWS...

HM. POOR CHILD.

YOU HEAL TOO WILL.

...

M-MICE HAVE EARS.

THEY DO.

BUT THEY ARE SMALL.

"AND WE CAN BE *BIG.*"

KIT! ON *PAD!*

THE *MOUSE HOLE!*

IT IS *AGAIN.*

NO...

MOUSE MEN AND MOUSE WOMEN!

SOMETHING SO *AWFUL* HAS HAPPENED RIGHT HERE IN OUR *MOUSE HAVEN!*

A SUPER-HERO HAS ILLEGALLY VIOLATED OUR SACRED BORDERS!

THE DISGUSTING WOMAN WHOSE NAME WILL NOT BE UTTERED HAS ILLEGALLY COME HERE TO TAKE WHAT IS YOURS!

SHE THOUGHT SHE WAS SO SNEAKY, COMING HERE, SNEAKING INTO OUR HOMES AND OUR PARKS AND OUR CITIES!

SHE THOUGHT SHE COULD JUST COME HERE AND VIOLATE US, AND WE WOULDN'T KNOW BECAUSE WE'RE STUPID!

BUT SHE LEARNED THAT THIS ISN'T LIKE WHERE SHE COMES FROM, WHERE FAT CATS CAN DO ANYTHING AND GET AWAY WITH IT!

NO, YOU CAN'T FOOL US HERE! WE'RE SMARTER THAN YOU FAT CATS!

LET HER LEARN THIS IS THE CONSEQUENCE OF WHEN SHE FORGETS THE TWO ESSENTIAL TRUTHS OF THIS LIFE!

MICE HAVE EARS!

AND MOUSE MAN KNOWS!

YOU THINK *YOU'VE* WON?

HA. YOU HAVEN'T WON @$%@, YOU IGNORANT @%##.

THE *WONDER WAR* ISN'T OVER.

NOT UNTIL *WONDER WOMAN*--

FSHHH

THERE IS A *FRIEND* OF MINE BEING HELD ON YOUR ISLAND.

I WILL *FIND* HER, THEN I WILL *LEAVE*.

WE NEED... *HER*.

YOU ARE *HER*.

THIS WAS *ALWAYS* MY PLAN.

IT IS *YOUR* COUNTRY, NOT *MINE*.

YOU ARE *HER*!

YOU *STAY*! YOU *FIGHT*!

NO.

COWARD.

...

YES!

I AM A COWARD!

THOSE PEOPLE IN YOUR HOLE ARE *DEAD* BECAUSE *I* AM AFRAID!

BECAUSE I AM *UNDISCIPLINED!*

BECAUSE I DID NOT *LISTEN* WHEN I SHOULD HAVE!

BECAUSE I TRAVELED HERE WHEN I SHOULD *NOT* HAVE!

BECAUSE *WITHOUT...*

WITHOUT...

BECAUSE I AM *UNMOORED.*

I...

MY APOLOGIES, YOUNG ONE.

I SHOULD NOT HAVE *YELLED* OR--

IT IS NOT *YOUR* BURDEN TO BEAR.

I... KNOWING.

YOU *ARE* HER. BUT YOU ARE *NOT* HER.

WE HAVE *MOUSE.* IN *MOUSE ARMY.*

WE KNOW. WHERE OUTSIDE WOMAN. AND *BABY.* WE SHOW.

IT IS *MINE.*

ALONE.

YOU TAKE.

YOU *GO.*

WONDER WOMAN.

WONDER WOMAN...

MOUSE MAN KNOWS

MICE HAVE EARS, MICE HAVE EARS, MOUSE MAN KNOWS.

MOUSE MAN KNOWS, MICE HAVE EARS.

MICE HAVE EARS...MOUSE MAN KNOWS.

MOUSE MAN KNOWS, MICE HAVE EARS.

EXCUSE ME?

MICE HAVE *EARS?!*

MICE *HAVE* EARS!

MICE HAVE EARS, *MOUSE MAN* KNOWS!

MOUSE MAN KNOWS!

YES, I AM LOOKING FOR TWO ***WOMEN*** AND AN INFANT CHILD.

I WONDER IF YOU COULD--

MOUSE MAN KNOWS!

MICE HAVE EARS!

MOUSE MAN KNOWS!

MICE HAVE EARS!

PING
PING
PING

MOUSE MAN KNOWS...

--POINT ME IN THE *CORRECT* DIRECTION. I WOULD BE GRATEFUL.

THANK YOU.

MOUSE MAN KNOWS.

MOUSE MAN KNOWS

ASK ME IF I HAVE *HOPE.*

IT'S *TIME.*

ON YOUR *KNEES.*

DESPITE ALL YOUR *MATRIARCH* HAS DONE IN THIS *WAR.*

ASK ME.

KNEES! *NOW!*

FINE, *DON'T* ASK, BUT DON'T MIND IF I ANSWER.

IN JUST TWO WORDS.

WONDER WOMAN.

YOU WILL REMEMBER OUR **AGREEMENT**, LITTLE ONE. YOU COME IN WITH ME **NOW**.

AFTER I GATHER **EMELIE** AND **CANDY**, YOU WILL RETURN WITH **YOUR** PEOPLE.

WITHOUT THE **ARGUING** AND THE **YELLING**.

MOUSE MAN KNOWS.

PLEASE, YOU DO NOT HAVE TO BE **FEARFUL**. I AM HERE.

MOUSE MAN KNOWS.

MOUSE MAN KNOWS...MOUSE MAN **KNOWS**.

YES, YES. **FINE**.

MOUSE MAN KNOWS.

AAAAAAH!

M-M-
M-W-W-W-
WON--

WOONDERR.

WOOOMN.

HERA'S HEARTH.

HELP.

THE *WONDER WAR* IS WON.

I BOW BEFORE YOU...

...*LYSSA*, DAUGHTER OF *EMELIE OF THE AMAZONS*, HEIR TO THE *SOVEREIGN OF AMERICA*.

BORN ON THE *ISLE OF MICE*, RAISED ON THE *ISLE OF PARADISE*.

QUEEN OF THE STATES UNITED. *QUEEN* OF THEMYSCIRA.

AND NOW, MY MAJESTY, MY *MATRIARCH*...

...*QUEEN OF ALL*.

NO.

"NOT ALL.

"NOT *HER.*"

OH, THANK HERA.

"NOT *WONDER WOMAN.*"

LOOK, SWEET CHILD. LOOK, ***LYSSA,*** LOOK WHO'S HERE.

DIDN'T I ***TELL*** YOU?

"NOT *YET.*"

WE'RE ALL ***SAVED*** NOW.

TO BE CONTINUED...

DC K0

#1 PREVIEW

WRITER
SCOTT SNYDER

ARTIST
JAVI FERNÁNDEZ

COLORIST
ALEJANDRO SÁNCHEZ

LETTERER
HASSAN OTSMANE-ELHAOU

HERE IN THE DARK, IN THE MOMENTS BEFORE IT BEGINS.

HE TELLS HIMSELF IT'S JUST ANOTHER FIGHT--

KRAK

--A BRAWL LIKE COUNTLESS ONES BEFORE.

HELL, FOR THIS ONE EVERYONE EVEN GOT TO BRING GEAR. KAL-EL BROUGHT THE KNUCKLES.

KLANG

HE FORGED THEM IN THE FORTRESS YEARS AGO, AFTER RETURNING FROM THE DEAD.

KNUCKLES WITH MINIATURE SUNS RAGING INSIDE, ANGRY SUNS TAKEN FROM EMPTY UNIVERSES...

HE THOUGHT ABOUT CALLING THEM "DAWNSDAY" KNUCKLES, BUT LOIS SHUT THAT DOWN FAST.

EVEN SO... WITH THEM HE'S STRONGER, FASTER, READY TO THROW DOWN.

HE'S FOUGHT TOUGHER FIGHTS THAN THIS. FOUGHT IN OTHER DIMENSIONS, OTHER UNIVERSES, FOUGHT GODS, TITANS...

...WHAT'S ONE MORE FIGHT?

AND THEN THE DOORS OPEN--

WHAT THE--

TWO SPACES. ONE, TWO.

Whomp, whomp. GO BACK A ROW, CLARK. GREEN IS **KRYPTONITE.**

KRYPTONITE, DIANA?

Seriously?

I DIDN'T MAKE THE RULES!

Oh, look, **"BATMOBILE BOOST."** GO AHEAD THREE SPACES. **NICE!**

WHO MADE THIS THING? GIVE ME THE BOX.

"Malone Entert--" ***BRUCE...***

Never heard of it. Just play the game.

I WARNED YOU... CLARK DOESN'T LIKE A GAME UNLESS NO ONE HAS TO LOSE.

Aw, LOSING **BUILDS CHARACTER.**

SO DOES ***WINNING.***

Well, I FOR ONE AM GLAD YOU INVITED US. THANKS, LOIS.

OF COURSE. I JUST THOUGHT, YOU NEVER GET TO SPEND TIME TOGETHER. I MEAN, WHEN YOU'RE NOT SAVING THE WORLD.

THANKS, LO. *I'M* GLAD, TOO.

ME TOO.

NICE, **BATPLANE** POWER CARD. MOVE UP... ***NINE*** SPACES. YOUR ROLL, CLARK.

IT'S ALL RIGHT. WHY DON'T WE EAT?

FOOD'S STILL COOKING. NICE TRY, THOUGH.

YOU JUST NEED A STRATEGY, CLARK. THE WHOLE GAME IS STRATEGY.

OR YOU COULD STOP ARGUING AND PLAY HARD. WATCH AND LEARN...

TWELVE!

MOVE UP ONE ROW.

THEY PLAY ON. AND AS THEY DO, THEY TALK AS FRIENDS... FAMILY. NOT COLLEAGUES OR HEROES.

THEY TALK ABOUT THEIR CHILDREN, JONATHAN, DAMIAN, ELIZABETH...

AN HOUR LATER, THE GAME IS STILL NOT OVER, THOUGH THEY'RE ALL WITHIN A FEW SPACES OF THE WATCHTOWER-- THE FINISH LINE.

DIANA IS ABOUT TO ROLL THE WINNING ROLL WHEN LOIS SAYS IT...

GUYS, WHY IS IT SO BRIGHT OUT?

Dear god...

WHAT CLARK SEES OUT THE WINDOW MAKES HIS BLOOD RUN COLD.

DARKSEID.

THE HEROES' *OLDEST* AND *GREATEST* FOE. MAYBE THE MOST FAMILIAR ENEMY THEY HAVE.

BUT *THIS* DARKSEID HAS BECOME SOMETHING *ELSE*. SOMETHING *MORE*.

HE ISN'T JUST BIGGER, *STRONGER*... HE'S *EVERYTHING*. A UNIVERSE OF POWER GIVEN FORM.

KRAK

EVERYWHERE HE LOOKS, THE CITY BECOMES HIS. NO, CLARK THINKS, NOT *HIS*... IT BECOMES *HIM*. CLARK CAN *SEE* IT HAPPENING.

EVERY PARTICLE, EVERY MOLECULE, EVERY *ATOM* IS OF *DARKSEID*.

KRAK

AS THEY CHARGE HIM, CLARK TELLS HIMSELF THEY'VE DONE THIS BEFORE. THEY'VE FOUGHT UXAS DOZENS OF TIMES AND *WON*...

...THIS FIGHT IS LIKE *NOTHING* THEY'VE FACED. *EVER*...

TO BE CONTINUED IN DC K0 #1 ON SALE IN OCTOBER!

BATMAN / DEADPOOL

THE DARK KNIGHT DETECTIVE MEETS THE MERC WITH A MOUTH!

Written by
GRANT MORRISON

Art by
DAN MORA

A twice-in-a-lifetime one-shot on sale in **NOVEMBER**

Don't miss Marvel's *Deadpool/Batman*, on sale in **September!**

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DC NATION SPOTLIGHT ON

C.O.R.T. CHILDREN OF THE ROUND TABLE

INTERVIEW WITH DANIELE DI NICUOLO

Artist Daniele Di Nicuolo has teamed with Tom Taylor at DC on issues of *Nightwing* and *Titans*, along with their creator-owned series *Seven Secrets* at BOOM! Studios. Their next collaboration is DC's *C.O.R.T.: Children of the Round Table*, a six-issue all-ages series starting this September, introducing a new cast of heroes outside of the DC Universe—Taylor and Di Nicuolo take on Arthurian lore, as ancient, talking weapons meet current-day children of destiny.

When did you first engage with Arthurian stories?

I'm pretty sure it dates back to when I was a child. I've seen dozens of movies and cartoons themed around Arthur and the Knights of the Round Table, though I don't have a precise memory of them. However, I do remember my fascination with the various visual interpretations given to both the knights' armor and their weapons, and above all, I found the concept of the Round Table—a place where everyone was equal, including the king—to be fascinating.

You've worked with Tom at DC and elsewhere—what makes the collaboration between the two of you special?

Working with Tom is always such a pleasure because he has this incredible power to make you fall in love with a character with just a single line.

Every line of dialogue he writes opens a door to the emotions, dynamics, and actions of the characters, and this aligns perfectly with my passion for visual acting and intense action. Collaborating with him means I always have something powerful to say, whether in the most intimate moments or the most spectacular.

What's the importance to you of telling all-ages stories in the monthly comics format?

Much has changed in entertainment in recent years, especially since the pandemic. Young readers have become even more demanding and eager to engage with stories and characters that excite them and inspire them to follow, and a monthly series like this aims to offer them exactly that: new heroes they can bond with, perhaps identify with, and whose adventures they eagerly await each month. It's also a great way to introduce them to the world of serialized comics and the places where comics thrive.

Being able to accompany a parent or relative to a comic book store every month and finally find something made just for them is a wonderful experience, one that we hope will draw even more young readers to this wonderful medium: comics.

If you had a talking weapon, what kind of weapon (and personality) would you want?

I'd love to have a sword full of energy and heroic positivity, always ready to cheer me up and help me to wake up early to go to the gym. *[Laughs]*

DON'T MISS
C.O.R.T.: CHILDREN OF THE ROUND TABLE #1
ON SALE NOW!

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